

Doomsday Engine - Bug #1085

[Doom] Map 07 666 and 667 tags only work in one order

2012-08-30 11:57 - vermil

Status: Closed	Start date: 2012-08-30
Priority: High	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.11	

Description

Reporting this bug:
<http://www.dengine.net/forums/viewtopic.php?f=7&t=1183>

Map07 of Doom2/Final Doom uses the 666 and 667 tags

Floors with the 666 tag lower once all the Mancbus are dead while floors with the 667 tag raise once all the Arachnotron are killed.

These two effects are not linked in any way and can exist in a Map07 by themselves or either way around.

The bug is that Dday 1.9 (1.8.6 doesn't have this bug) only appears to support Mancubus first and then Arachnotrons, if both are effects are used. If a player runs a Map07 replacement where they kill the Arachnotrons first and then the Mancubus, the 667 tag works, but the 666 tag asociated with the Mancubus doesn't work.

By pure co-incidence, all the lwad Map07's go Mancubus first and then Arachnotron, hence avoiding this bug.

However many pwads out there go Arachnoron first and then Mancubus. This bug effects them.

Also, the 666 tag compat option (called 'any boss triggers 666') doesn't work.

Using this infamous wad as a test:
<http://www.doomworld.com/idgames/index.php?id=420>

And what the compat option is suppose to allow:
http://doomwiki.org/wiki/Tag_666#Difference_in_behaviour_between_Doom1_and_Ultimate_Doom

Labels: Doom, Add-ons

History

#1 - 2012-08-30 15:43 - vermil

I'll also mention another behavior difference regarding boss deaths pre Ultimate Doom, that perhaps could be also be added to the 666 compat option (obviously the compat option would have to be renamed).

Pre Ultimate Doom E2M8 and E3M8 could be ended by killing either all the Cyber Demons or Spider Demons. In Ultimate Doom this was changed so that only Cybers could end E2M8 and only Spiders could end E3M8.

#2 - 2012-08-30 15:43 - danij

- **priority:** 1 --> 8

#3 - 2012-08-30 16:17 - danij

- **labels:** Doom 2 --> Doom, Add-ons

- **summary:** Map 07 666 and 667 tags only work in one order --> [Doom] Map 07 666 and 667 tags only work in one order

#4 - 2012-08-30 16:19 - danij

- Description has changed:

Diff:

~

--- old

+++ new

@ -13,5 +13,9 @

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-

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+http://doomwiki.org/wiki/Tag_666#Difference_in_behaviour_between_Doom1_and_Ultimate_Doom

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#5 - 2012-08-30 16:28 - danij

- **status:** open --> fixed

- **assigned_to:** Daniel Swanson

- **Milestone:** v1.9.7 --> v1.11